

# C64



Melbourne  
House

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House

The guardian of the Dark Tower has turned you – Prince Harry – into a mutant and trapped you in the many chambers of his tower . . . So begins **DARK TOWER**, a hectic 28 screen arcade/puzzle game. Although a few of the earlier screens are fairly easy, the game is guaranteed to provide many addictive weeks of challenge and excitement.

Win a **FREE**  
Melbourne House game.  
Competition details inside.

This program uses  
**PAVLODA**

MADE  
IN U.K.



Classification: Arcade/Puzzle  
Features: 28 different screens  
Music soundtrack  
Keyboard or joystick  
Suitable for all ages  
Average completion time:  
Months  
100% machine language  
Loading time:  
Less than 3 minutes

# DARK TOWER



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## LOADING DARK TOWER

Turn off your Commodore 64 and turn it on again. Ensure that the datasette is properly connected, and insert the cassette.

Press **PLAY** on the datasette, type **LOAD** on the Commodore 64 and then press the **RETURN** key. The game will load and upon successful loading will start automatically.

**DARK TOWER** uses **PAVLODA**, the high speed Commodore cassette loading system, to ensure fast loading of your program. Loading takes less than 3 minutes.

## PLAYING THE GAME

**DARK TOWER** is a hectic, 28 screen arcade game. It begins with a few easier, introductory screens and then becomes more difficult and complex. Each screen gives the player a different challenge and will require careful planning and maximum concentration.

The guardian of **DARK TOWER** has turned you, Prince Harry, into a mutant and has trapped you in a series of chambers within his tower.

Your only means of being restored to your former self is by overcoming his automatic defence systems, collecting all the jewels and then delivering them to him. Once you have completed this arduous task you will be granted access to the final chamber where the secret of the tower will be revealed to you bringing you great wealth.



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At the end of each screen, a "secret letter" is revealed. Once all 28 screens have been completed, these letters must be used to solve the final puzzle.

The first 500 people to correctly solve this puzzle will receive a free Melbourne House computer game of their choice. Entries must be addressed to DARK TOWER COMPETITION, Melbourne House, Castle Yard House, Castle Yard, Richmond, TW10 6TF, U.K., and must enclose a stamped self-addressed envelope.

### CONTROLS

DARK TOWER can be controlled by either a joystick or from the keyboard.

The keyboard controls are:

- O - CLIMB UP LADDER
- K - CLIMB DOWN LADDER
- E - WALK LEFT
- F - WALK RIGHT
- SPACE - JUMP

The joystick can be controlled from either of the joystick ports. To start the first game, press the "O" key or push the joystick up.

Additional commands are:

- RUN/STOP - PAUSE GAME
- COMMODORE - RESTART GAME
- Q - TURN OFF TUNE
- T - TURN ON TUNE
- RESTORE - RESET THE GAME

Note that at the end of each game, you have a choice of starting at the beginning screen or starting at the

last room of the previous game. (Note that jewels collected are still lost when this option is selected).

To start at the 1st screen: Press joystick up or "O" key.

To start at the last screen of the previous game: Press joystick down or "K" key.

### SCORING

250 points are awarded for each jewel collected. Bonus points are awarded for completing a chamber without losing a life - the bonus is then increased for the next chamber.

The number of bonus points is reset to minimum value when either a life is lost or a chamber is exited before it has been completed (note that this is unavoidable at a couple of stages of the game).

### HIGH SCORE TABLE

This is displayed when a new high score is achieved. Type in your name followed by RETURN. Press "FIRE" to quit display of the high score table.

**LIVES** are initially set to 5.

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POKE 3114, 232: POKE 8115, 234: POKE 8116, 234

SYS 28672

47254

POKE 29268, 173

INFINITE LIVES